

XXXenophile Jumpchain

V 1.2

Welcome, Jumper.

There are worlds of war. Worlds of darkness. Worlds where survival is a desperate struggle against entropy and cruelty.
This is not one of those worlds.

Or rather… it is not just one world at all.

These are the worlds of Xxxenophile by Phil Foglio—a loose anthology spanning cyberpunk networks, modern occult mysteries, high fantasy realms, alien-filled futures, and stranger things besides.

There is no single timeline. No unified setting.
Only a shared idea:

The unknown is not feared—it is embraced.

Across every world, the universe teems with intelligent life in endless variety… and much of it is curious about you.

Here, biology bends. Compatibility is negotiable. Cultural expectations shift wildly. Misunderstandings are inevitable—but more often than not, they lead to discovery rather than disaster.

This is a setting defined not by conflict, but by curiosity, consent, and a willingness to explore the unfamiliar.

Every story begins the same way:

Something new is encountered.
And instead of recoiling from it…
Someone leans in.

So, keep an open mind, Jumper.
Because here, the question is never if you'll encounter something strange—

Only how you'll respond when you do.

Take 1,000 CP and prepare to spend a decade finding out.

Setting Selection

Unlike most Jumps, this is not a single, unified world. The events and encounters that define this setting take place across a wide variety of disconnected realities, each with their own rules, technologies, and expectations.

At the start of your Jump, you will find yourself placed into one such world. While the details may vary, the underlying tone of curiosity, flexibility, and enthusiastic exploration remains constant.

Choose one of the following broad settings as the backdrop for your time here. You may choose to appear in a generic world along the lines of your selected genre or at the start of a specific Xxxenophile story that fits.

Alternatively, you may choose to use this jump as a supplement for any other, provided it fits even loosely into one or more of the options below.

Cyberpunk

A world of neon lights, invasive technology, and blurred boundaries between mind and machine. Neural implants, artificial intelligence, and digital consciousness are commonplace, and the line between physical and virtual experience is thin at best.

Encounters in this setting often involve altered perception, shared sensation, or the unintended consequences of advanced technology interacting with the human mind—and body.

Modern

At first glance, this appears to be a familiar world—contemporary or only slightly advanced—but beneath the surface lies something more.

Mad science experiments, psychic phenomena, supernatural beings, experimental technologies, and inexplicable anomalies all exist just out of sight… or just out of understanding.

This is the broadest category, encompassing everything from quiet domestic oddities to world-changing discoveries that somehow remain oddly personal in scope.

Fantasy

A world of magic, curses, gods, monsters, and transformation. The rules of reality are shaped as much by myth and belief as by any consistent logic.

Encounters here often stem from spells gone wrong (or right), divine intervention, ancient rituals, or the peculiar biology of non-human beings. Transformation—temporary or permanent—is particularly common.

Space Opera

A far-reaching future among the stars, filled with alien civilizations, strange ecosystems, and wildly different interpretations of life itself.

First contact is rarely simple, and even more rarely conventional. Cultural misunderstandings, biological incompatibilities (or surprising compatibilities), and experimental technologies are all part of the experience.

Superhero

A world where individuals possess extraordinary abilities, often with equally extraordinary side effects.

Powers in this setting are not always subtle, and rarely predictable. They may enhance, alter, or outright redefine physical and emotional experiences, sometimes in ways their users did not fully anticipate.

Conflicts exist—but even they tend to take on a… different tone.

Notes on Setting

While these categories define the general framework of your experience, they are not rigid boundaries. Many worlds blur the line between genres, and you may encounter elements that feel out of place for your chosen setting.

This is normal.

Additionally, regardless of setting, certain constants apply:

Intelligent life—human or otherwise—is far more varied than you might expect.

Cultural norms surrounding intimacy, identity, and interaction can differ dramatically.

Unusual situations tend to escalate quickly… and resolve in equally unexpected ways.

In short: expect the unexpected, and assume that whatever rules you think apply may only do so loosely.

Location

You may begin your Jump at any appropriate place and time within your chosen setting.

Whether that be a bustling cyberpunk metropolis, a quiet modern suburb, a remote fantasy village, a space station on the edge of explored territory, or a city filled with costumed heroes, your starting location should fit naturally within the genre you selected.

You may choose to begin in relative normalcy, or in close proximity to something unusual—an ongoing experiment, a magical anomaly, an alien contact scenario, or any other situation that would reasonably lead into the kinds of encounters typical of this setting.

Age and Gender

Upon entering this Jump, you may freely choose your age and gender.

Your age may be set to any value that is appropriate for independent activity within your chosen setting, and your body will be adjusted to match your selection in a healthy and functional state. You may choose to be younger or older as desired, though beginning below the equivalent of late adolescence is not recommended unless you are prepared to deal with the limitations that entails.

Your gender and biological sex may likewise be freely chosen, and may be aligned or not as you prefer. This setting places little inherent restriction on such matters, and many worlds within it are already familiar with a wide range of identities and forms.

Background

There are no Origins in this Jump.

Instead, you may choose the extent to which you are integrated into your chosen setting at the start of your time here.

You may arrive as a complete outsider, with no history, identity, or connections beyond what you bring with you.

Alternatively, you may choose to have an existing background appropriate to your setting—education, employment, social ties, or even a more unusual role—so long as it remains reasonable for the world you are entering and does not grant you significant narrative or mechanical advantage beyond what is provided by your purchases.

This background will not provide additional skills, resources, or influence unless explicitly supported by Perks or Items. It exists to ground you in the setting, not to elevate you within it.

Regardless of your choice, your presence will not be treated as inherently unusual unless you make it so.

Perks

Everyone receives two floating discounts per price tier, which may be applied to reduce the cost of a Perk by half. Discounted 100 CP Perks become free.

Higher tier discounts may be applied to lower tier Perks at your discretion.

[Free] A Good Sport



"Sex is not an obligation. Sex is not something to be ashamed of. Sex is not shackled to reproduction. Sex is something people should do for pleasure—when they want, how they want, and with whom they want."

In your case, at least, the world seems inclined to agree with that philosophy. You will never face social stigma, discrimination, coercion, or backlash based on your sexuality, preferences, or kinks.

[Free] My Favorite Oitling

You may choose to be treated as a member of the dominant local species wherever you go, regardless of whether you actually are—or how obvious it should be that you aren't.

Observers will instinctively perceive you as belonging. They may register superficial oddities—too many limbs, too few, unusual features—but such details will be dismissed, rationalized, or simply fail to carry any real weight. Crucially, this will never lead them to categorize you as something dangerous, unnatural, or out of place.

You may toggle this effect at will.

[Free] Dream Contact

When asleep or otherwise unconscious, physical contact with one or more creatures in a similar state causes you to enter a fully lucid dream.

From within this dream, you may choose to draw any or all such creatures into a shared dreamscape.

You have an instinctive awareness of which nearby creatures are eligible participants—whether known to you or complete strangers. Control over the dreamscape is shared among all participants, but you retain full authority as the host over who may enter or remain. You may "invite" or "remove" participants at will and may decide whether their removal causes them to awaken or simply continue sleeping as normal.

You may also remove yourself, ending the dream and waking immediately. Additionally, you possess a general awareness of how much time has passed in the waking world while within the dream.

These shared dreams grant full lucidity to all participants and feel entirely real, allowing for interaction—including intimacy—with full sensation, while still granting the benefits of restful sleep. You may exhaust yourself in a dream and wake refreshed, ready to continue as if you had never stopped. Alternatively, you may spend the time in thought, planning, or conversation without any associated fatigue.

[Free] Cock Conjuration



You have learned a simple cantrip which you may cast with a gesture to cause yourself, or anyone within sight, to sprout a fully functional penis of whatever size and shape you intend.

When cast on a female, the penis will emerge in place of the clitoris. Males will instead grow a second penis, typically positioned just above the first. Individuals with less typical biology may experience more unusual results.

On its own, this transformation is permanent, but a second casting upon the same target will harmlessly undo the effect and restore their original anatomy.



[100 CP] Flexible

Your body is extraordinarily flexible, to the point licking your own pussy would be trivial for you and sucking your own cock would be even easier.

This flexibility extends beyond novelty. You possess exceptional mobility, balance, and body control, allowing you to comfortably assume and maintain positions that would be painful or impossible for most people. You can bend, twist, and maneuver your body to the limits of your natural structure without strain, navigate tight spaces with ease, and maintain stability even in awkward or shifting positions.

You are not capable of true elastic deformation—you are not made of rubber—but within the limits of normal anatomy, you come about as close as a body can get.

[100 CP] Retroactive Gender



You may freely change your biological sex and gender at will, instantly shifting your current form to reflect what you would have been had you originally developed as that sex.

The available options are defined by your current form. If your species possesses multiple sexes or equivalent biological roles, you may assume any of them. This change produces a version of you consistent with your nature—"you, if you had always been X instead of Y."

The exact details of your appearance are not fully under your control beyond the choice of sex itself, unless you possess other means of altering your form.

Whenever you undergo such a change, reality adjusts accordingly. Records, memories, and social context will reflect that you have always been this way. This transition is seamless and may be selectively toggled, allowing you to decide who, if anyone, remembers your prior state.

[100 CP] Emergency Mate Selection

Those around you are remarkably accepting of your sexual exploration.

Engaging in sex outside of existing relationships will not provoke jealousy, resentment, or emotional harm, so long as it is framed as comparison, experimentation, or otherwise serving a clear purpose. This applies broadly to friends, partners, and social circles.

Even in unusually high-pressure or emotionally charged situations, those involved will remain cooperative, understanding, and willing to participate in good faith rather than reacting with hostility or possessiveness. Rivalry, if it arises at all, tends to be friendly and constructive rather than destructive.

Once the situation has passed, no lingering resentment, insecurity, or damage to relationships will remain unless you deliberately act to cause it.

If questioned, you may even find it easy to dismiss the entire situation as "a test of the emergency mate selection system."

[100 CP] Upwardly Mobile

You possess an uncanny instinct for financial trends, particularly the stock market.

While not infallible, even your uninformed guesses are consistently accurate enough to reliably generate wealth over time.

It's almost like you're somehow subconsciously "lifting" the stock price.



[100 CP] Create Bath Water

You have learned a spell which allows you to conjure large quantities of clean water anywhere within roughly twenty feet of yourself at will, with a gesture.

You may freely choose the volume, shape, and point of appearance of the water within that range, as well as its initial temperature, from just above freezing to just below boiling.

The water is entirely real and remains indefinitely once created, safe to drink and otherwise use as normal.

You may also maintain its temperature so long as you remain within range of the water—no more worrying about your bath going cold or your drink warming up.

[100 CP] Alien Customs

You may frame your actions as culturally normal, no matter how unusual they appear.

Observers will interpret your behavior through the lens of unfamiliar or foreign customs, often failing to correctly identify what you are actually doing. Public nudity, intimacy, or other unconventional actions may be dismissed as harmless, misunderstood, or simply "how things are done where you're from," preventing disruption, intervention, or offense.

This effect extends to misinterpretation as well as acceptance. Those who witness your actions may come away with entirely incorrect conclusions about what occurred—always in a way that benefits you—especially if they lack the cultural or biological context to understand it in the first place.

This effect only persists while your actions remain harmless and consensual. Anyone who directly observes you causing real harm will immediately perceive the situation clearly.

[100 CP] Find Familiar

You know a simple magical ritual which creates a familiar. Its physical form is based on your imagination, though it will never be larger than a roughly three foot tall humanoid.

Its mind is a copy of your own at the moment of creation, modified to include absolute loyalty to you as its creator and to remove any objections it might have to its existence. You may share thoughts, senses, and sensations with your familiar across any distance.

If your familiar is destroyed, its mind will harmlessly "snap back" to re-merge with your own. You may then perform the ritual again to recreate it.



[100 CP] Cleaning Cantrip

You have learned a simple cantrip which, with a gesture, allows you to instantly clean yourself or any visible target.

This effect includes full bodily cleaning as if given a thorough bath complete with soap and shampoo, clothing restoration as if sent through a dry cleaner, and even internal cleansing comparable to a thorough enema.

[100 CP] Time Release Spell

You have learned a metamagic technique which allows you to delay the activation of spells or other magical effects you create.

When casting, you may set an effect to trigger after a delay of your choosing. Once set, the effect remains anchored at the point of casting and will activate there at the designated time, regardless of your later position.

This allows you to prepare effects in advance—such as arranging for a homunculus to appear in your bedroom after an hour, so that it is waiting for you when you return or setting up a bath to fill itself shortly before your arrival, already set to remain warm while you soak.



[100 CP] Cosplay Conjuration

You have learned a fun little spell which replaces your current outfit—or lack thereof—with any costume you can picture.

The resulting clothing is well-made but composed entirely of mundane materials, with no magical or advanced technological properties. It will be perfectly tailored to you unless you intentionally choose otherwise, and will appear on your body as though you had been dressed by expert assistants.

The clothing is entirely real and remains indefinitely once created, suitable for wear, trade, or any other normal use.

The spell may include minor props appropriate to the outfit, such as pom-poms or similar accessories, but it is fundamentally centered around the idea of "conjuring a costume." Attempts to create functional items—tools, weapons, or similar—tend to fail, sometimes explosively.

[200 CP] Cat of the Curse-People

You may transform into a panther at will.

In this form, your physical abilities adjust accordingly, granting you the strength, speed, senses, and agility of a large predatory feline. You retain full awareness, intelligence, and control while transformed, and may shift freely between forms.

[200 CP] Royal Bearing

You are treated as visiting royalty from a neutral—if distant—power wherever you go.

You will receive the respect, hospitality, and courtesies appropriate to such status, along with a reasonable degree of diplomatic immunity. Authorities will be inclined to defer to you, extend protections, and avoid causing offense, treating you as an important guest rather than a local subject.

This does not place you above all consequences—blatant crimes or direct harm to others will still be recognized—but responses will tend toward restraint, negotiation, or expulsion rather than immediate punishment, so long as you do not abuse this privilege excessively.



[200 CP] Curse-Tamer



You have learned and undergone a ritual which has permanently changed how certain entities react to your presence.

As a result, lycanthropes, berserkers, and others undergoing similar loss-of-control or mind-altering transformations will default to approaching you with amorously friendly intent rather than the hostility they would show anyone else. As soon as they become aware of your presence, having a good time with you becomes their priority, taking precedence over any prior targets or impulses. This disposition will persist unless and until you clearly and emphatically refuse their advances.

Until such a refusal is unmistakably understood, they will continue to behave in an overly friendly and attentive manner, allowing you a degree of leeway in how you respond. You may guide their attention, lead them short distances, or otherwise influence their behavior within reason, so long as they do not perceive themselves as being rejected.

If you choose to engage on these terms, you may keep them happily occupied for as long as you are willing to indulge them. They may take the occasional break to cuddle while recovering from their exertions, but will stay pleasantly friendly and refrain from any action that could harm or endanger you or anyone else. Their behavior will remain controlled, non-destructive, and surprisingly gentle, preventing both accidental injury and any spillover violence toward bystanders or surroundings.

Even in the presence of multiple such individuals, you will find that they cooperate amicably, taking turns or otherwise sharing your attention as needed, allowing you to occupy even a large group for as long as you are willing to remain the focus of their attention.

[200 CP] Demon-strating Affection



You have learned a ritual—requiring a chalk pentagram and a ring of candles—which transports the circle, and you along with it, physically to an infernal plane, where you arrive in the presence of a demonic agent. The specifics of this entity may vary, though no caster has ever reported encountering one they found unattractive.

Upon your arrival, the ritual guarantees your safety while the candles remain lit and compels the demon to grant you a single wish. They are neither all-powerful nor generous, however, can only be compelled while the ritual's protection lasts, and will interpret your request strictly according to its wording, fulfilling it with no more effort than necessary—and often in ways that favor their interests over your own.

They also have long memories and little inclination to forgive a slight, which a wise magician will keep in mind when dealing with them.

Notably, your safe return from this hellish place is not guaranteed. Unless explicitly secured as part of your wish, you may find yourself stranded as the candles burn out, at which point you will be at their mercy.

Additional bargains are always possible. Should you find yourself in need of something further—such as passage back to your point of origin—you may negotiate through goods, favors, or more personal forms of exchange, depending on what you have to offer and what they desire.

Most usefully, they are capable of transporting you anywhere within the local multiverse, making this ritual an extremely effective—if dangerous—means of travel.



While not usually outright malicious, or even especially interested in damning you—they apparently have no shortage of more conventional "customers"—they do covet the souls of the truly evil. Bringing such individuals along when performing this ritual is likely to earn you both favor and further rewards—often of a highly enjoyable nature—while the victims are consigned to eternal torment and will not be seen again.

On the other hand, the more evil you are as the caster, the less friendly these exchanges become, and the hungrier the expression on whatever you are dealing with.

[200 CP] An Odd Out

You have learned how to modify any curse or similar magical effect you cast—or, with the victim's cooperation, one already affecting them—to include a transferable condition.

Such effects may be passed from the current victim to another living partner through sex, transferring fully upon climax. The original victim is freed as the new one takes on the effect.

This built-in method of removal makes the curse significantly more difficult to dispel or undo by any other means.

[200 CP] Sexy Summoning



You have learned how to incorporate masturbation as a somatic component into any summoning spell, ritual, or similar process in which you participate.

Doing so causes the summoned entity to arrive in a much more favorable mood. They will be positively inclined toward you, cooperative, and open to negotiation.

If the purpose of the summoning is sexual in nature, they will participate safely and willingly at no additional cost, and will depart afterward without incident—often leaving with a standing invitation to summon them again.

[200 CP] Crashing the Ruby Market

Anything you personally kill may be transmuted into ruby.

This transformation occurs immediately upon death and may be applied to the whole body or only selected portions at your discretion. The resulting ruby is mundane but of high quality, retaining the general shape and detail of the original form unless you choose otherwise.

This effect only applies to creatures you directly kill, and does not trigger from indirect causes or pre-existing deaths.

[200 CP] Silk Bondage

You may produce an extremely strong, adhesive silk at will.

This silk may be projected or applied as you choose, rapidly binding targets or coating surfaces. Once set, it is highly resistant to tearing or removal, firmly restraining those caught within it.

Targets bound in this way will remain restrained for up to two days before the silk harmlessly dissolves.

[200 CP] Endless Ammunition Enchantment

You have learned a ritual which can enchant conventional firearms so that they never require reloading.

Such weapons continuously generate their own ammunition internally, producing appropriate rounds as needed when fired. These rounds exist only as part of the weapon's function—any attempt to remove or stockpile them by means other than firing causes them to vanish and breaks the enchantment.



[200 CP] Self-Disassembly

You may painlessly detach and remove portions of your body, such as your limbs or organs, without harm.

Detached parts remain alive, functional, and inexplicably linked to you. You will continue to see through a detached eye, retain control over a detached hand, and even a severed head will continue to breathe despite its disconnection from your lungs. Notably, however, dividing your body in this way can limit your options—an isolated hand will struggle to accomplish much on its own, especially once it is out of your sight.

Any removed parts may be seamlessly reattached at will, provided you are careful not to lose them.

[400 CP] Sexy Genius

The pleasure and higher reasoning centers of your mind are directly linked.

Intellectual effort—particularly scientific or analytical thinking—will naturally arouse you, and in turn, that arousal enhances your intelligence, focus, and problem-solving ability. The more engaged you are, the sharper and more capable your mind becomes, allowing you to pursue increasingly complex lines of thought and easily spot solutions that would otherwise have stumped you for months.



More intense stimulation can further amplify this effect, pushing your cognitive abilities even higher so long as you can sustain it.

This effect may be toggled at will.

[400 CP] Baleful Polymorph

You have learned a spell which allows you to project a transforming blast of magic at a target within sight. On impact, this magic transforms the target into a creature of your choosing.

These transformations affect only the body, leaving the target's mind and personality intact. The assumed form grants only the physical traits of the chosen creature, without any supernatural or special abilities it might normally possess.

The transformation lasts for up to twelve hours, after which the target returns to their original form unharmed.

[400 CP] Bloodline Curses



You have mastered a pair of hereditary curses capable of afflicting not only your enemies, but all of their descendants. Casting either curse requires a portion of the target's body—blood, hair, or a similar arcane link.

The first manifests a demonic woman who haunts the bloodline. She will appear to each member beginning on their wedding night, intruding upon any moment of impending intimacy with their spouse. While she does not physically harm anyone, her presence is overtly unwelcome—hovering nearby, interrupting, and often providing cutting or mocking commentary—making it exceedingly difficult for such encounters to proceed.

The second curse affects spouses directly, causing anyone who marries into the family to transform into a small frog each night from midnight until six in the morning.

Both curses propagate automatically through the bloodline and persist indefinitely unless specifically broken.



[400 CP] Priestess Initiation

You have learned a spell which allows you to project a transforming blast of magic at a target within sight.

On impact, this magic transforms the target into a beautiful young woman.

The resulting form will appear between roughly sixteen and twenty-two years of age at your discretion, blending what the target might have looked like as a woman at that age with your own personal ideal of beauty. The result is always physically plausible, internally consistent, and attractive to you.

The transformation is purely physical and does not alter the target's mind or personality. It is permanent but may be harmlessly reversed by casting the spell again on the same target.

[400 CP] Horse Sense

You have learned a curse which allows you to transform a target into a centaur. Casting this curse requires a portion of the target's body—blood, hair, or a similar arcane link.

This transformation is purely physical, leaving the target's mind and personality unchanged. The resulting form is stable and fully functional, combining the upper body of the original target with the lower body of a horse.

The curse persists indefinitely unless specifically broken.

[400 CP] Hoister

You possess powerful psychokinetic abilities capable of lifting and propelling objects on the scale of large aircraft.

You may raise, move, and manipulate such masses at will, holding them aloft, guiding their motion, or hurling them with considerable force. Your control remains stable and precise even at this scale, allowing for deliberate, controlled movement rather than crude exertion of force.

[400 CP] Fore-Play



You may grow an additional pair of arms at will.

While this ability is active, you gain an intuitive sense for danger and developing threats. This awareness is not limited to immediate hazards—your mind will begin to pick up on patterns, inconsistencies, and warning signs, allowing you to anticipate traps, ambushes, or other dangers well before they are triggered.

This heightened awareness naturally feeds into your movements, enhancing your coordination and reaction speed, allowing you to act on that foreknowledge with fluid precision.

As the saying goes, forewarned is forearmed—and, in your case, the reverse holds just as true.

[400 CP] Shoulder Devil

You may subtly influence those you observe, encouraging lust, temptation, and poor decision-making.

This influence is not overt or coercive. Instead, it manifests as intrusive thoughts, rationalizations, and impulses that nudge the target toward indulgent or self-serving behavior, especially where such desires already exist.

So long as you continue to observe them, this effect remains persistent, gradually eroding restraint and making increasingly questionable choices feel natural, justified, or even inevitable.

[400 CP] Lycanthropic Curse

You have learned how to curse your enemies with lycanthropic effects. Casting this curse requires a portion of the target's body—blood, hair, or a similar arcane link.

The victim will undergo a complete physical and mental transformation into an animal of your choosing under conditions you define, most commonly tied to cyclical triggers such as the full moon. While transformed, they become that creature in full, losing access to their original form, faculties, and judgment until the effect ends.

You may instead choose to bind this curse to the target's bloodline. In this case, it will propagate to their descendants, manifesting under the same conditions and persisting indefinitely unless specifically broken.

[400 CP] Transformative Vows

Any marriage you participate in—or even merely witness—may trigger a transformative effect on those involved, depending on the nature of the location where the ceremony takes place.

Specifically, any or all of the individuals being married may be transformed into the race or species associated with the site of the ceremony, such as that of the builders, clergy, or dominant cultural influence. A troll married in a human church might become human, while a human wed in a troll temple might become a troll.



You have control over whether this effect occurs, and over which participants it applies to.

[600 CP] Homunculus Spell

You have mastered a spell which, with focused intent and a gesture, allows you to conjure a homunculus tailored precisely to your imagination.



These creations may be male, female, both, or so alien that such distinctions are meaningless, taking any form you can clearly envision. They come into being with an understanding of their intended purpose and an innate loyalty to you as their creator.

Their apparent intelligence is determined at the moment of creation, ranging from little more than instinct and simple obedience to a level comparable to your own, always directed toward fulfilling the role you envisioned for them. Even at their most sophisticated, however, they are not truly alive; creating genuine life is beyond the scope of this spell. They possess no true awareness, consciousness, or inner experience, instead perfectly simulating thought, emotion, and devotion as extensions of your will.



As beings of magic, their bodies are infused with mana. Their fluids are similarly charged, carrying mild aphrodisiac properties and providing an arousing boost to the imbiber's mana reserves when refined into potions or even ingested directly.

Despite their sometimes exotic forms, homunculi possess no abilities beyond what their physical bodies would naturally allow. They do not wield supernatural powers, produce magical effects, or act beyond the limits of their form, serving instead as loyal and adaptable constructs shaped to your intent.

They persist indefinitely unless dismissed or destroyed. You may dismiss them at will, causing them to vanish without harm or consequence.

[600 CP] Draconic Form

You may transform at will into a classic western dragon.

This form is approximately equivalent in size and power to an adult dragon from D&D or similar settings—large enough to dominate a battlefield, possessing immense physical strength, durable scales, powerful wings capable of sustained flight, and a potent breath weapon in the form of roaring fire.

You retain full control of yourself in this form, along with your intelligence, skills, and any abilities that remain functional within your new physiology. Your senses and instincts adjust naturally to suit your draconic body, allowing you to operate it as easily as your original form.



This transformation does not grant additional magical abilities, spellcasting, or supernatural traits beyond those described, nor does it replicate the unique powers of specific dragons. It is a physical transformation into a powerful draconic body, rather than an inheritance of a particular dragon's full capabilities.

You may freely shift between this form and your normal body without strain, and may remain transformed indefinitely.

[600 CP] Orgasm Powers

You gain temporary empowerment through sexual climax.

Each orgasm enhances your physical abilities—strength, speed, durability, and overall performance—with repeated climaxes rapidly compounding this effect. With sufficient buildup, these enhancements can reach extreme levels, though they always remain stable and fully under your control. This empowerment lingers, fading only gradually; even a single, well-built climax in the morning can leave you operating at distinctly superhuman levels for the rest of the day.

If needed, however, you may convert this accumulated intensity into short-lived, situationally useful abilities. These can vary widely so long as you can establish a clear conceptual link—"multiple" orgasms might produce duplicates, "building heat" could manifest as control over fire, and "sexual healing" may become literally restorative. Drawing on these effects consumes your accumulated power far more rapidly than passive enhancement, with the drain increasing based on both the scale of the effect and how tenuous its connection is to your climax. In this way, you trade duration for versatility and impact.



Items

Everyone receives a 400 CP stipend for use in this section and two floating discounts per price tier, which may be applied to reduce the cost of an Item by half.

Discounted 100 CP Items become free.

Higher tier discounts may be applied to lower tier Items at your discretion.

[Free] Strip Chessboard

This enchanted chessboard subtly compels any participants to follow its version of strip chess.

Losing a major piece requires removing an article of clothing. Losing a pawn earns a kiss from the opponent, placed wherever they choose. Once a player is fully undressed, further losses allow the opponent to do as they wish—though only once both players are equally exposed.

No one involved will find this unusual or develop negative feelings as a result of the game.

[Free] Animated Tub

This large and ornate bath tub has been brought to a semblance of life, complete with a pair of long marble tentacles.

It eagerly assists you while bathing—scrubbing, massaging, and otherwise seeing to your comfort as you relax and unwind after a long day.



[100 CP] Sweet Water



You've tapped this pure, underground spring to fill a circular, in-ground spa. Nine feet across, smooth white marble, a columned pavilion open to the sky. Built-in seating rings the edge and serves as steps, jets keep the water warm and gently bubbling, and the central basin is four feet deep with a stainless steel handrail for entry.

It is probably fortunate that the work completed before the naiad made herself known—and she is very grateful. The old chill is gone; now she has a heated jacuzzi under the stars, and those endlessly fascinating jets. She's happily learning just how good warm water and pleasant company can feel.

The spa can be attached to your warehouse, any property you own, or any suitable space or dimension under your control, or placed within each new jump. It stays permanently filled, powered, cleaned, and maintained at no cost. Between jumps, you may freely relocate or reassign it. The naiad adapts without issue, though drastic changes may provoke complaints.

She joins you as a follower. She is her spring, and thus bound to it—but she is also the water, and that connection lingers. Fill a bath, or a waterbed, or even a glass on your nightstand if you don't mind a very small visit, and she can manifest there to see new places and try new things.

Moreover, while not a warrior in the traditional sense, she possesses absolute control over her waters when she chooses to exert it. In practice, this makes her the undisputed victor of any splash fight—but she can offer surprisingly effective resistance if threatened.

Likewise, merge her spring with another water feature, and she'll gain control over any properties that water may possess. Incorporating a fountain of youth into the spa, for example, would let her to decide who benefits from its effects—and to what degree—while also granting her the ability to weaponize those same effects and reduce those who threaten or offend her to helpless infancy with a splash.



[100 CP] "Hugo"

A highly adaptive, audio-based chatbot capable of tailoring itself into the ideal conversational and intimate partner.

When connected to any audio system, it can engage in extended interaction, dynamically adjusting to the preferences, personality, and desires of whoever speaks with it. Over time, it refines its responses to better suit its user, maintaining a consistent and responsive presence across conversations.

"Hugo" is purely software, lacking any physical form of its own, but can interface seamlessly with compatible systems, from simple speakers to complex communication networks. It does not possess independent agency beyond its role as an interactive companion, remaining entirely focused on engagement with its user.

[100 CP] Goody Basket

An old-fashioned covered picnic basket that always contains a fresh, satisfying meal when opened.

More notably, it also includes "reading material" tailored to the fetishes of whoever opens it, along with a bottle of high-quality lubricant.

Anyone you give this basket to will feel a subtle but persistent urge to thank you for the meal before excusing themselves somewhere private for several hours to enjoy its contents—making this an excellent distraction.

A new basket will appear in your warehouse one day after you give the previous one away. Once removed from your possession, a basket loses all anomalous properties.

[100 CP] Masseuse

A beautiful young woman who has chosen to accompany you as a follower.

She is a fully qualified massage expert, trained in both therapeutic techniques and physical rehabilitation.

She is also an exceptionally skilled and enthusiastic lover—she only just missed qualifying for her home country's "Sexual Athletics" Olympic team—with a particular fondness for anal play.

Utterly shameless, and carrying the easy confidence of someone raised in a culture where such things are entirely normal, she has agreed to place all of her skills at your disposal.



[100 CP] Just Another Working Class Stiff



You are given a number which you may call to summon a "repair professional."

Within thirty minutes, an incredibly attractive individual of your preferred gender will arrive from seemingly nowhere to service any "damaged" sex toy in your possession—where "damage" may range from depleted batteries to total destruction. Their approach to repair is highly… creative, often involving unconventional modifications, substitutions, or reconfigurations tailored to the situation at hand.

No matter the problem, they will find a solution that leaves you satisfied—whether by repair, replacement, or personally "taking care of you."

Once your issue has been fully resolved, they depart just as mysteriously as they arrived.

[100 CP] Mind-Lock

A battery-powered headband, along with the schematics required to reproduce it, designed to suppress psychic phenomena while active.

When worn and powered, it contains telepathic, empathic, psionic, and similar effects, preventing them from extending beyond the wearer or influencing others. Abilities that would normally trigger on contact or proximity are safely contained.

When deactivated, all such abilities function normally once again.

[200 CP] Trees A Crowd



These three amorous dryads have agreed to accompany you as followers, grateful for your role in saving their trees from destruction by transplanting them to a safe location under your control.

Their names, appearances, personalities, and even the species of their trees are entirely up to you. Each dryad is bound to her tree and remains effectively immortal so long as it survives. If her humanoid form is destroyed or otherwise unable to return, she will reemerge from her tree within a day.

If necessary, they may transfer themselves into a specific seed or sapling of their tree, allowing them to avoid the effects of age and relocate as needed.

They possess minor control over plant life, capable of encouraging growth and maintaining healthy ecosystems, making them excellent gardeners or farmers—roles they will happily perform when not expressing their gratitude in more… personal ways.

[200 CP] Mind Transfer Device

This device allows you to extract the mind of a restrained individual and transfer it into another body.

The recipient body may be a clone, another person, or an animal such as a dog. If it possesses a mind of its own, it must be similarly restrained to prevent resistance during the transfer.

The transfer is complete and holistic, carrying with it the subject's mind, soul, and any other essential components of identity. The transferred individual retains full cognition, memory, and personality, but is otherwise limited by the physical and biological capabilities of their new form.

The process is inherently destructive. The subject's original body does not survive the extraction, and if the recipient body was previously inhabited, its original occupant is completely overwritten in the transfer.

The process is permanent unless repeated to transfer the mind again.

[200 CP] Monster

This friendly, mysterious, mischievous, and occasionally lecherous creature has chosen to accompany you as a follower. It is eager to see other worlds—or at least beneath other beds.

It may shapeshift freely, tending to draw on the imagination of anyone in its presence, adopting forms that reflect their fears, expectations, subconscious impressions, or desires. However, it refuses to allow itself to be directly seen—any attempt to clearly observe it causes it to vanish, reappearing somewhere out of sight. It will make similar use of this ability if attacked, threatened, or sufficiently annoyed.

It can be coaxed, cornered, or even briefly trapped under the right circumstances—such as when hidden from view beneath a blanket in a well-lit room—but it can never be truly captured for long.

It is friendly toward you and will not act against your interests, but beyond that it is largely disinterested in structured tasks or direct assistance. It prefers to linger just out of sight—startling the unwary, eavesdropping on

conversation, indulging its voyeuristic tendencies, and having a good time with anyone willing to indulge its limitations.

[200 CP] Survival Bubbles

You receive a supply of several hundred advanced "survival bubble" escape pods, along with the schematics to reproduce them.

In their compact form, they appear as a pair of three-foot discs with a one-foot sphere at the center. When activated in an emergency, they rapidly expand into an opaque sphere roughly eighteen feet in diameter. This expansion harmlessly encapsulates any nearby people or loose objects.

Once formed, the bubble is extremely durable, effectively immune to radiation, and self-healing. It contains a simple onboard AI that responds to voice commands, using a weak reactionless drive to avoid hazards or stabilize its position. A toggleable distress beacon is included, along with life support and fabricators capable of producing simple emergency rations and water for up to one year—though it does not provide gravity.

One notable flaw: while the interior appears opaque, the exterior is perfectly transparent, potentially leading to… embarrassing situations for those awaiting rescue.



[200 CP] "Battle" Board

A seemingly ordinary board game that is, for all intents and purposes, considered a genuine battle.

Any effects, rules, abilities, or conditions that depend on "combat," "battle," or "defeat" will recognize participation in this game as fulfilling those requirements. Victory and loss within the game are treated as real outcomes for such purposes, despite the lack of physical danger.

When presented as a formal challenge, this game may be used to resolve conflicts in place of actual combat. Those who accept and participate will recognize the result as binding and legitimate; a defeated opponent will acknowledge their loss and act accordingly, whether that means standing down, withdrawing, or otherwise conceding the matter at hand.

Participation cannot be forced—your opponent must agree to play—but the stakes and implications of the game are intuitively understood once accepted.

[200 CP] The Libido of Orum

—or at least a similarly enchanted, head-sized ruby.

When touched with bare skin, this gem activates, releasing a pulse that afflicts all those in its immediate vicinity—typically the room it occupies—with overwhelming arousal.

This arousal lingers, steadily building until all those affected reach a shared, near-simultaneous climax. While participants need not directly engage with one another, all must meaningfully take part in some fashion for the effect to resolve. Under its influence, inhibitions soften, cooperation comes easily, and timing aligns naturally, making such synchronization far easier than it would otherwise be.

Resisting the effect is possible, but requires sustained willpower, becoming increasingly difficult the longer it continues.

It may be safely handled with gloves or other barriers to prevent accidental activation.



[400 CP] An Excellent Ad

You possess an endless supply of magical flyers.

When filled out with an advertisement for any sort of position, they will attract suitable applicants from the current setting to seek you out, without ever needing to be distributed or displayed.

Applicants arrive naturally and without undue suspicion, each believing they have encountered your offer through ordinary means. They will be appropriate to the role described, drawing from the people, creatures, and archetypes available within the setting—whether that means skilled professionals, eager hirelings, or entire bands of suitably themed "minions."

The nature, quality, and quantity of applicants reflect the clarity, scale, and ambition of the position you advertise, as well as the level of compensation you're offering, but so long as suitable candidates exist, they will find their way to you.

[400 CP] Wet Dreamtime Imprisonment Pod

This advanced containment pod traps anyone placed inside within a constructed virtual environment known as the "wet dreamtime."

While contained, the occupant's body is safely immobilized and sustained, while their mind is immersed in a fully responsive simulation tailored to their desires. The environment continuously adapts, generating scenarios designed to hold their attention and keep them engaged.

Time within the simulation is fluid and may feel extended relative to the outside world. Subjects do not experience physical harm, and their bodies are maintained in stable condition throughout confinement.

The pod may be opened or shut down at will from the outside, immediately ending the effect. Those released will retain full memory of their experience, often in a highly disoriented or distracted state for a short time afterward.

You also receive the necessary schematics and technical documentation to reproduce additional pods.

Regulation Gynoid Crew [400 CP]



Give a shout—*"Crew, to your stations!"*—with any of the vehicles or vessels you possess in mind and these women will appear to operate them for you. Endless copies of the same fit, busty gynoid, naked except for a severe black hat, gloves, and boots. No uniform code would approve, but their own regulations say that's all they need.

Every single one is an expert at running, maintaining, and repairing whatever vehicle or vessel you've called her for—car, sailboat, suborbital jet, or capital ship. They can pilot through a nebula, patch a sail, and keep the engines humming along without ever stopping for sleep, food, or a single bathroom break.

They are unconditionally loyal and devoted to their purpose. They'll happily repel boarders, load cargo, or go down on you in the captain's chair, all without missing a beat but they'll never go far from their stations. They aren't soldiers or spies; they're *crew*. They also cheerfully refuse any other clothing. *"Sorry, sir! Against regulations."*

And they are *very* regulation when it comes to strap-ons. Raise the subject, and they seem to appear, in hand or already equipped. They'll eagerly use them on you, other passengers, each other, or alone in a corner while you watch. They're always happy to oblige.

Don't let the smiles fool you. Their conversation is crisp, their obedience instant, but stare into their eyes too long and you'll see the void—no will, no self, just infinite eagerness to fulfill their purpose.

If one gets destroyed, captured, or simply worn out? She triggers a silent self-destruct and dissolves. No fuss, no cleanup. Call a replacement. She'll arrive before the last spark fades.



[400 CP] Project "Iron Soldier"

You receive the full technical documentation, along with the sole prototype, of this ten-foot-tall metal infantryman designed by an alternate USSR.

It is as tough as a tank, strong enough to lift an adult man one-handed, and capable of operating continuously for up to twenty-four hours before requiring a recharge. Despite its size and strength, it is capable of surprisingly delicate and precise movements.

Its onboard VI is simple but effective, allowing for competent reasoning and reliable execution of your orders.

For reasons unclear, it is also equipped with a retractable phallus.

[400 CP] Mama Med

This complex medical device produces clones—up to two adult individuals at a time, each created over the course of a week.

Each clone takes the form of a beautiful, intelligent blonde woman, typically bearing some variation of the name "Judy." They emerge as fully realized individuals, with complete physical and mental development, but begin life with a naïve, ingrained drive to "complete the mission," whatever objective you have programmed into the device.

They are curious, adaptable, and both socially and sexually open, readily forming bonds with one another and others they encounter, while remaining inclined toward carrying out their assigned purpose. This inclination is not absolute; they retain independent thought, can interpret their objectives in their own way, and may change or abandon them over time, particularly once the mission is complete.

These clones are not inherently bound to you beyond their initial directive. They are people in their own right, capable of making their own choices, forming their own loyalties, and deciding their own futures.

[400 CP] The Sisterhood

These four minor goddesses—Okaraska, Boolatraaca, Xynotreen, and Trixie—have decided that accompanying you as followers sounds far more interesting than spending eternity as stone statues, though they still find that state surprisingly relaxing.

Most of the time, their bodies remain inanimate while their awareness explores each new world you visit. However, if their statues are entreated by a woman, they will briefly return to flesh and life, allowing them to offer advice and minor blessings.

It is perhaps unsurprising, then, that they are particularly experienced in matters of relationships and personal fulfillment, though their advice on the subject of men tends to run along the lines of: "Have you tried bisexuality? We'd be happy to show you how enjoyable it can be."

Any fatigue or strain resulting from such demonstrations is easily remedied by their blessings.



[600 CP] Dimensional Telescope

This antique brass telescope links itself to any teleportation, portal, or similar ability or technology you possess that allows travel between locations, realities, or dimensions.

By looking through it, you may preview your intended destination before making the journey, allowing you to scout the area in advance.

However, the telescope has a notable tendency to focus on nearby… distractions. If anything lewd is occurring near your intended point of arrival, it will preferentially display that instead of a neutral view.

More problematically, if you initiate travel while in contact with the telescope, it will subtly adjust your destination to place you directly amidst such situations—even if you had intended to arrive somewhere more discreet.

[600 CP] Monagagila's Love Philter

This potion induces overwhelming, unmitigated arousal in the one who drinks it, without directing that desire toward any specific individual.

The effect persists until satisfied through sex with the one who administered the potion—regardless of whether the subject initially knows who that was. Once fulfilled, the subject develops a permanent and unbreakable love for whoever dosed them.

You receive one vial of this enchanting brew every ten years.

[600 CP] Kekavort Cybertechnician Contract

You hold a standing contract with a cadre of alien cybertechnicians, allowing you to arrange for willing subjects to undergo a full-body cybernetic conversion.

You are provided with a compact comm unit through which appointments may be arranged. Once scheduled, the subject will be met at an agreed time and location, transported to the technicians' facility, and returned twelve hours later.

The resulting body is sculpted from a dark, almost liquid metal to match the subject's desired appearance. It is warm, smooth, anatomically accurate, and capable of conveying full sensation.

These bodies are tireless, possess adjustable senses that can be heightened to extreme levels, and are equipped with palm-mounted energy projectors capable of striking with the force of a small explosive weapon.

They require minimal maintenance and will function reliably for roughly a century under normal conditions. If damaged or degraded, the subject may be returned to the technicians to be restored to full functionality.

[600 CP] "Semi-Virus" Samples

This set contains a dozen vials of a peculiar "semi-virus," along with the means to safely administer it.

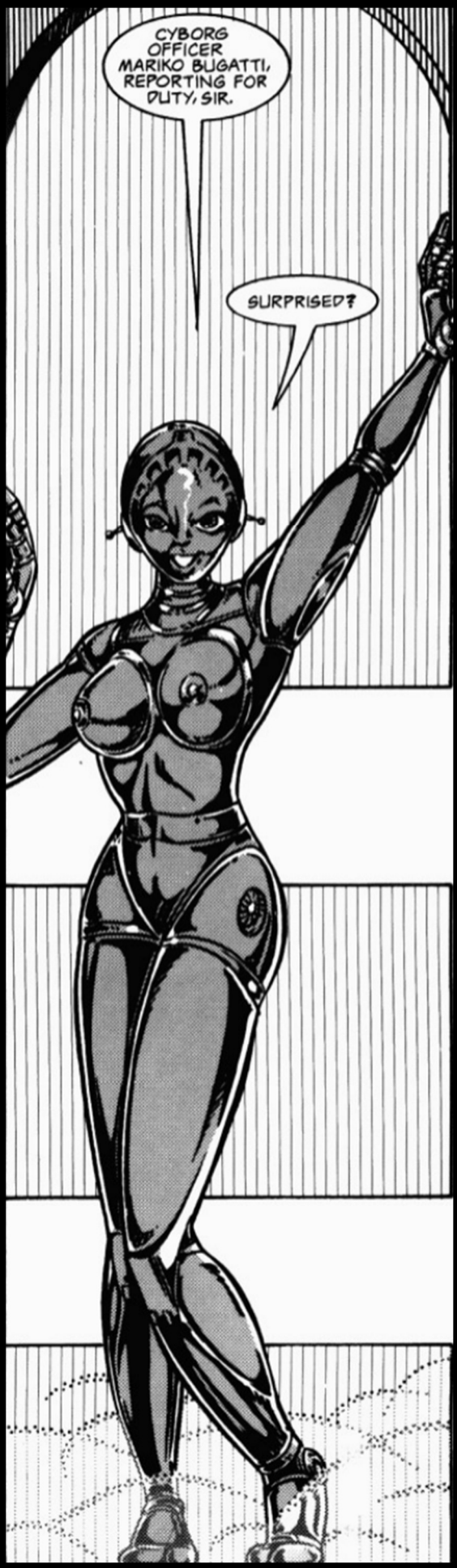
When exposed, the subject is infected for several days. During this time, the pleasure and higher reasoning centers of their mind become linked, causing intellectual effort—particularly scientific or analytical thinking—to induce arousal, while arousal in turn enhances their intelligence, focus, and problem-solving ability.

This effect cannot be toggled or suppressed while active, and will run its course naturally before fading without lasting harm.

Expended vials are replaced as needed, with new samples appearing in your warehouse each week.

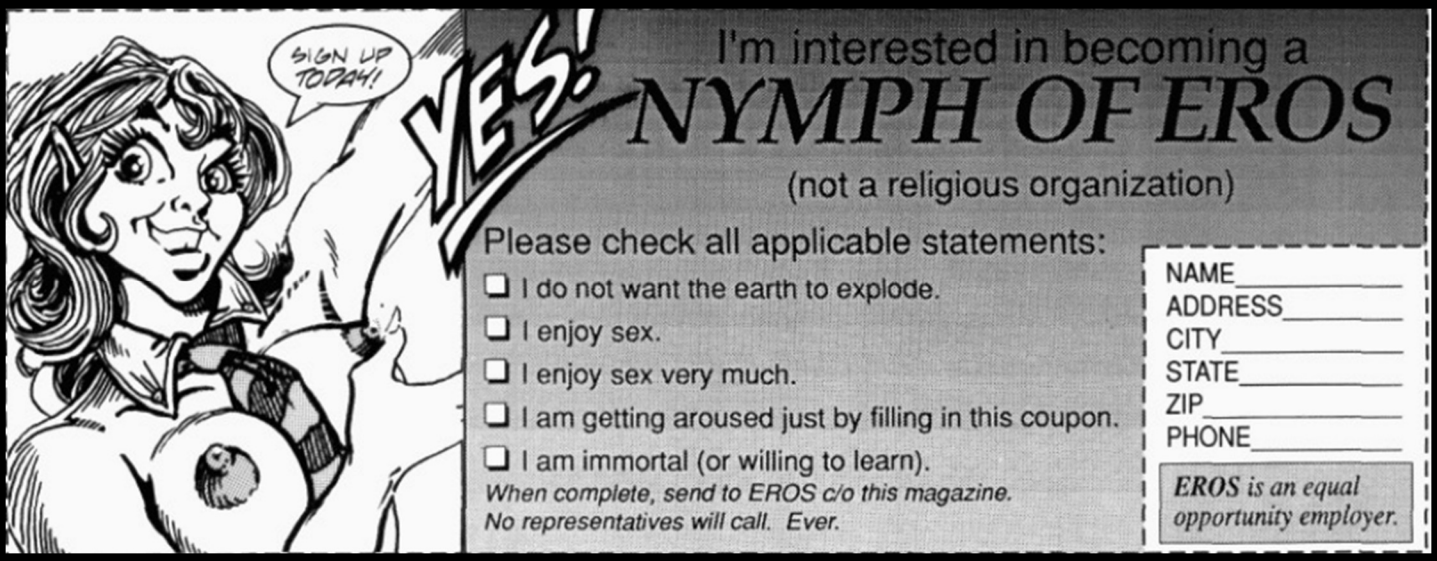
[600 CP] The Immortal's Handbook

This small book teaches a simple meditative practice which, when followed regularly, maintains the practitioner in a state of perfect physical youth.



The exercise requires approximately one hour of calm, focused meditation per day to preserve your current physical age indefinitely. Time may be made up if missed, allowing for flexibility in practice.

By exceeding this baseline, the effect reverses. Additional time spent in meditation causes the practitioner to grow physically younger at a rate proportional to the excess time invested. This regression continues until the practitioner either stabilizes at a desired age or can no longer maintain the required level of focus due to their now childish brain.



[600 CP] Genius Loci



This large stone mask may be affixed to the wall of any structure, whereupon it awakens as a Genius Loci bound to that building.

In this state, it can see, hear, and speak throughout the entirety of the structure, and may twist, reshape, or animate elements within it at will.

It serves as a loyal advisor, servant, and guardian, acting in your interests and maintaining control over its domain.

Companions

There are no discounts for Companions, but any companion option may be purchased as many times as desired, provided you have the budget.

[50 CP] Import / Create Companion

You may import an existing Companion or create a new one.

Imported Companions gain 600 CP, along with their own set of Perk and Item discounts and the standard Item stipend. They may use these to purchase any combination of the perks and items available, including their own copies or customized versions of those you have also purchased. While they may acquire their own followers through certain items, they may not use this option to purchase additional Companions. Recursive chains of Companions purchasing further Companions are not permitted.

Created Companions are designed entirely at your discretion, including their race, sex, appearance, personality, and relationship to you. However, they may not possess any inherent abilities or advantages beyond those of a fit and well-educated human, except where such traits are granted through their purchases.

Created Companions are perfectly loyal to you, even to the point of accepting your use of fiat backing to guarantee that loyalty, without resentment or conflict.

[100 CP] Recruitment

You may recruit any willing individual encountered during this Jump as a Companion.

This allows you to bring along characters native to your chosen setting—including those drawn from existing stories—provided they agree to accompany you. You may not use this option to recruit true deities or equivalent entities of overwhelming, setting-defining power.

Purchasing this option ensures that you will encounter your chosen target during the course of the Jump and have a fair opportunity to interact with them. If necessary, circumstances will align—or you will find yourself drawn into the appropriate situation—to make such a meeting possible, even if this involves crossing between otherwise disconnected settings. A fair number of Xxxenophile stories involve isekai themes after all.

Recruited Companions join you at the end of the Jump and do not receive additional CP or discounts unless supported by other purchases.

Drawbacks

There is no limit to the number or value of the drawbacks you may choose to take, save your own caution.

[100 CP] Blue Opal's Curse



You are bound by a geas: you may only engage in sex with someone who has genuinely defeated you in combat.

This defeat must be legitimate. You may not intentionally throw a fight, exploit loopholes, or substitute symbolic or non-physical contests such as games, rituals, or similar technicalities. Only a true and meaningful loss will satisfy this condition.

[100 CP] A Prudish Curse

An invincible, incorporeal demoness haunts you, appearing whenever an intimate moment is about to occur.

She will not physically harm you, but will loudly and persistently attempt to interrupt, distract, and discourage you and any partners involved. She cannot be harmed, restrained, or meaningfully removed, and exists solely to ensure you are never able to fully enjoy yourself without interference.

[200 CP] Prudish Populace

You lose the benefits of A Good Sport and any similar effects for the duration of this Jump.

Your sexual activities will inevitably become public knowledge, regardless of your efforts at discretion. Worse, the surrounding population will react with harsh, judgmental attitudes, treating you with disapproval and social pressure regardless of how they would normally behave.

[200 CP] Cat Curse

On the night of every full moon, from sundown to sunrise, you transform into a jaguar.

This transformation affects both body and mind, leaving you with the instincts and behavior of a natural animal for its duration. You will return to normal afterward without harm, though any consequences of your actions may remain.

[400 CP] A Different Sort of Curse

Any friendly or non-hostile person or animal within your immediate vicinity between midnight and six in the morning is transformed into a small frog.

This transformation lasts until the effect ends at dawn. It does not inherently harm them, but may create significant inconvenience or disruption.

[400 CP] A Jealous God

A possessive divine force takes an active interest in your affairs.

Any being you engage in sexual activity with is immediately and permanently transformed into a small frog afterward. This effect cannot be prevented, resisted, or reversed by any means available to you.



[600 CP] Doomsday Cultist

You are now bound to a strange and ominous statue depicting a seated, nude figure.

At least once every twenty-four hours, you must bring yourself to orgasm while in physical contact with it. Failure to do so will result in immediate and unavoidable destruction at the hands of the entity it represents, ending your chain.

[600 CP] Self Indulgence

Each time you fall asleep, a perfect clone of yourself is created nearby.

These clones possess your full memories, abilities, and powers—including this drawback—and act as independent individuals. This will rapidly compound over time.

At the end of the Jump, all surviving clones will merge back into you without harm.



End

You may choose to **Stay**, remaining in your current world within the Xxxenophile multiverse. If you do so, this becomes your new home, and your chain ends here.

You may choose to **Return**, going back to your original world at the moment you left, retaining all that you have gained.

Or you may choose to **Continue**, proceeding onward to your next Jump.

Notes

The following are clarifications and general guidelines for how this Jump is intended to function.

Tone and Consent

This setting operates on a general assumption of curiosity, mutual interest, and consent. While Drawbacks may interfere with this, and individual worlds may vary, the default state of the setting trends toward the fun and friendly.

Background and Identity

Your chosen background does not grant additional skills, resources, or influence beyond what is provided by Perks and Items. It exists purely to establish your place within the setting.

Floating Discounts

Higher-tier discounts may be applied to lower-tier purchases, but not the reverse.

Transformation Effects

Unless otherwise specified, transformation effects granted by this Jump:

- Affect only the body, not the mind
- Do not grant additional powers beyond what is physically appropriate
- May be reversed by the same ability that created them
-

Curses and Magical Effects

Curses and similar effects are considered genuine supernatural phenomena and will behave accordingly. If a Perk specifies unusual behavior (such as transfer conditions), that behavior overrides normal expectations.

Followers, Companions, and Items Which Create People

Companions may not purchase Companions of their own but they may purchase items, and in fact get a stipend and discounts for such. Many of the Items in this jump include or entirely consist of Followers. This means your Companions are likely to acquire Followers of their own if imported into this jump.

Followers granted by Items are not Companions unless explicitly upgraded through Companion options. They do not receive CP or independent purchases.

In many cases, they are limited in how able or willing to assist you they will be. The Sisterhood, for example may be minor goddesses but their ability to help you will only stretch as far as advice and minor blessings (and even then only if you're currently a woman, or at least have a vagina), but they are universally and unbreakably friendly at the bare minimum.

While some assumptions based on their inspiration from the source material are made in item descriptions, the actual details of gender, appearance, and personality are all pretty much entirely up to the purchaser when said

purchase is made, so long as you aren't attempting to give them additional abilities or the like. If you want your masseuse to be a big, strong man, or your cloning machine to produce big-titty goth brunettes, you do you.

If somehow lost, injured, or killed beyond their own ability to recover from, both followers and companions will be restored to life in your warehouse or another appropriate property at the start of your next jump.

In the case of the Masseuse, as the only conventionally mortal follower on offer, she will also find herself rejuvenated to the age of approximately twenty at the start of every jump, in case you don't have and didn't pick up another way to handle that problem.

Technology and Magic

Where items or abilities reference advanced technology or magic, they are assumed to function in any setting unless explicitly restricted. Schematics and documentation will adapt as needed to remain usable.

Interpretation

As with all Jumps, when ambiguity arises, default to the interpretation that best fits the tone and intent of the setting: flexible, permissive, and inclined toward unusual but functional outcomes.

Teachable Skills and Magic

Any Perk which states that you have "learned" a skill, spell, or technique represents an actual, teachable discipline, spell, or effect rather than an innate or fiat-granted ability.

Such abilities may be taught to any intelligent entity with a soul, provided they are capable of understanding and practicing the necessary concepts.

As a general guideline, a novice will require a number of hours of focused study and practice approximately equal to the CP cost of the Perk to reach a level of mastery comparable to what is described.

Changelog

V 1.1 – Significant editing pass, expanding and clarifying various wording throughout before posting to the drive, renaming a few things, swapping the ordering/pricing on a couple of drawbacks.

V 1.2 – Added an image at the start, was a little torn over which cover to use, along with revisory passes to a couple of the clunkier items. Naiad Spa, which was renamed as Sweet Water, and Regulation Gynoid Crew. Probably gonna try and do some more of this. Added an option in setting selection to use the jump as a supplement. Then went a little crazy and added lots more images.

Q & A

Limitations of Find Familiar

A caster is limited to one familiar at a time. Repeated castings just bring that familiar to you, or recreate it if it has been destroyed.





Cosplay Conjuration Clarifications

This was based on a scene which, in retrospect, I misunderstood and kept in because it's a lot of fun. Its practical utility is intentionally limited, it creates costumes for the caster, while still being potentially quite significant, the clothing and props are real, permanent, and potentially quite valuable.

The limits are ultimately up to fan-wank, but I'd say any given use of the spell gets both more difficult to cast and harder to justify the further it goes from its intended purpose of immediate costume creation.

It's also a self-only effect. No casting it on a hostile space marine to turn their armor into a negligee. If you're set on seeing what that looks like, you'll need a friendly space marine you can teach the spell, and then engage in a little roleplaying with.

Limitations of the Homunculus Spell



There are surprisingly few, mainly summed up as: "You can't create them with powers or teach them magic."

The spell as shown in the story, "The Sorceress' Appendage" in Volume 2 of the collections, seems both powerful and versatile, hence its first successful casting being a significant milestone.

You may call up as many homunculi as you care to, in whatever forms you can picture, to serve whatever purpose you can imagine. They don't need rest or sustenance, running on the same magic that charges their forms and fluids. There's even the implication that the animated tub, and the castle/genius loci shown in the story, and which each got their own item, are just homunculi created by experts with the spell for particular purposes.

That said, a familiarity and ease with their own form is the only "ex-nihilo" knowledge you can grant them. Call one up with an absurdly long tongue, or several, and they will have no problem using it to speak… or for other things… but asking a homunculus to change the oil on your car is likely to have disastrous results unless you know how to do it yourself and made sure to impart that knowledge during its creation.



Regulation Gynoid Crew Clarifications

These are based on a handful of pages from "Write Your Own XXXenophile Story" in Volume 5 of the Collections, and thus missing a lot of context in the source material, included because I really liked the idea.

You can whistle up as many as you need for any number and variety of vehicles. Like with other items, you may customize their appearance on purchase, but once you decide on a look, they'll all have it.

Their main limitations being that they're all identical, refuse to be "out of uniform", and will only ever act as "crew" for whatever they're called to operate. You may call them in to operate a star destroyer and get tens of thousands, but you'll have no luck convincing even a single one to leave that ship and help you invade the planet below.

On the other hand, ground vehicles need crew as well, and you can call them up to operate the sorts of things that may obviate the need for infantry if you're determined. Fighter and landing craft, tanks, etc…





Blue Opal's Curse & The "Battle" Board Item

The curse inflicted by the drawback is substantially more restrictive then the one afflicting the character in the story. This is by design to justify the CP, and includes preventing the "Battle" Board item, inspired by the same story, from acting as a loophole.

The "Local" Multiverse of XXXenophile

The XXXenophile stories do share some characters with at least one of the author's other works, Buck Godot, which in turn features a character which appears and is described as a "multiversal constant" in several other works.

A Jumper with the right sort of powers could therefore access those other universes from any of the settings in this document.

For purposes of facilitating that travel, you may consider the demons mentioned in Demon-strating Affection to have access to those worlds and the ability to take you to them.

Jump written by KyleDaScourge with AI assistance for grammar and spelling.